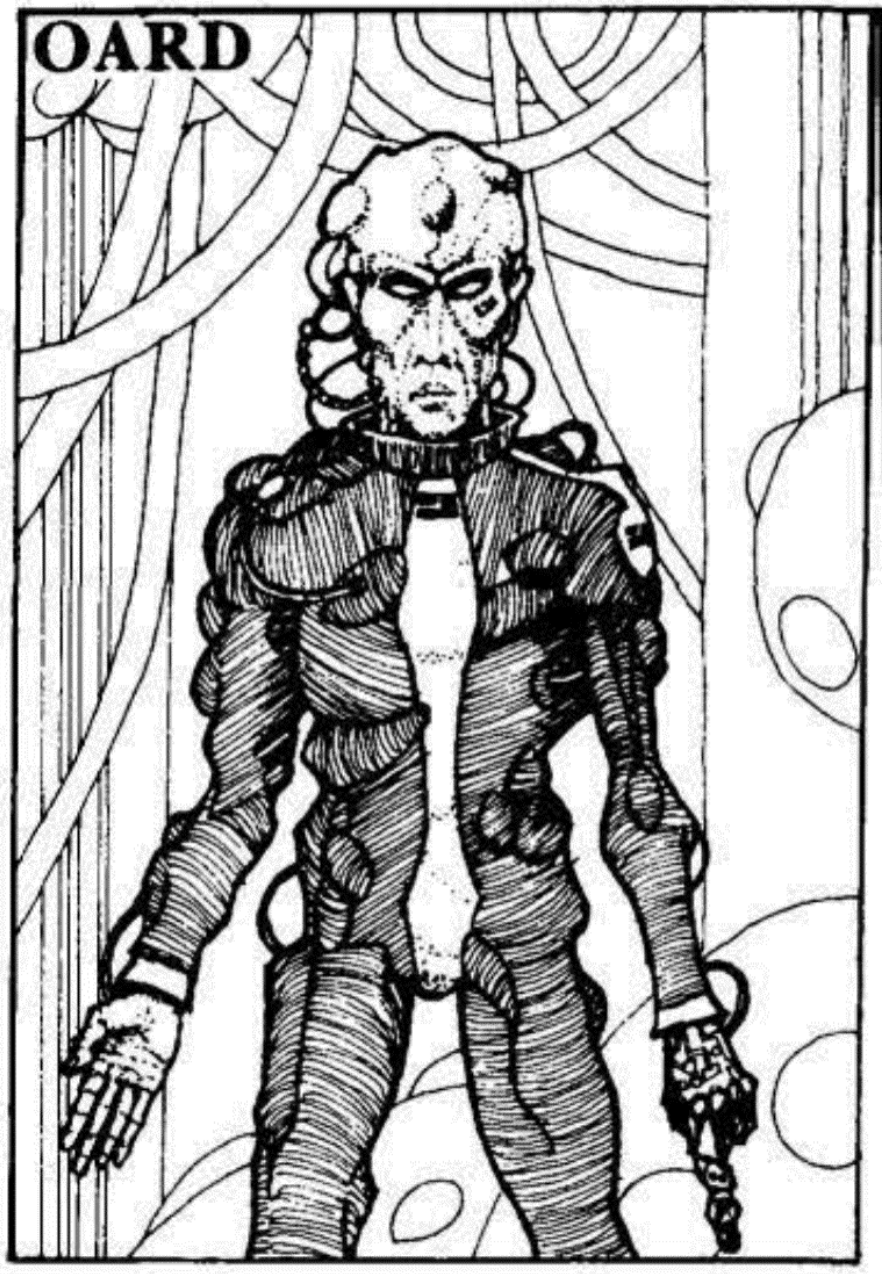

OARD

A humanoid creature blurring the lines between flesh and metal stands before you. While vaguely human in its appearance, the creature's body is augmented with countless metallic pieces of technology and tubing.

Man and Machine. Oards are a technologically advanced species of humanoid creatures. It's unclear if they originated as a known humanoid species, or if they began life as some other kind of creature, but regardless of their organic origins they have long since moved past the shape nature intended for them to have. By using their knowledge of technology and science, they have taken evolution into

their own hands. While they do have semi organic bodies, much of their form is fashioned from metal and other unnatural worked materials. These augmentations give them great strength and keen minds, however, they also make them vulnerable to magic that normally only affects inanimate objects or constructs.

Unnatural Lifecycle. The oard has a truly strange lifecycle when compared to most other humanoid species. They are not born, but rather grown in tanks specifically fashioned for the development of their young. Once a child has finished its growing phase within the tank, it is gradually "upgraded" with all manner of technological improvements until the creature is nearly indistinguishable from the rest of its kind. The longevity of the oard is largely unknown, but sages theorise that they may have no upper age limit given their extremely competent skills with augmentation and technology. It is possible that the final stage of oard life is one where every trace of organic matter has been replaced with machinery and metal.

Time Travelers. The singular mission of oard society seems to be the total domination and assertion of their authority over all creation itself. They attempt to achieve this goal by travelling through time in order to change historical events in subtle ways that will better suit the schemes of the oard in the long run. They are able to do this by utilising their time travel mirrors, devices that allow a creature to step over a threshold and into the past. This trip is a one way ordeal, however, so any creature that uses such a device is unable to return to the present. As a result, members of oard civilization can be found across all periods of history.

Oard Devices

Some of the oard weapons and devices are described below. While they are purely technological in their design, for gameplay purposes the effects created by these devices should be treated in the same way as their magical counterparts (when applicable) unless otherwise specified.

Oard devices are controlled and powered by wires which plug into the oards' bodies and are tuned to their individual user. As such, the devices do not function in the hands of any other individual without significant modification.

Each device can be used with an action, unless otherwise specified.

Image Amulet

This device creates a holographic image around the oard that allows it to cast *disguise self* with a duration of 24 hours.

Ray Glove

This glove is imbued with a weapon that fires projectiles equivalent to a 1st level magic missile.

Blaster Tube

A tubular device that fires a blast of force in a line that is 20 feet wide and 120 feet long. All creatures in the area take 4d6 force damage, or half as much on a successful DC 15 Dexterity Saving Throw.

Fireball Gem
A tiny, self propelled bomb which effectively recreates the casting of a 3rd level *fireball* spell.

Protection Belt
This device surrounds the oard with a protective force field, allowing the oard to effectively cast *shield* five times per day.

Speech Bracelet
A two-way communication device that functions within a range of 50 miles, allowing the oard to speak with other oards also equipped with a speech bracelet.

Time Travel Mirror
A large device, usually six feet tall and 3 feet wide, that enables the oard and up to six other willing creatures to travel back in time to a chosen point in history. The mirror only allows travel backwards through time and must be stepped through, thus leaving the mirror behind in the present.

Lighting Rod
A melee weapon resembling a longsword, wreathed in lighting. It deals 1d8 slashing damage plus 1d4 lightning damage on a successful attack.

Oard

Medium Humanoid, Typically Lawful Neutral

Armour Class - 15 (natural armor)
Hit Points - 65 (10d8 + 20)
Speed - 40 ft.

STR 16 (+3)
DEX 14 (+2)
CON 14 (+2)
INT 16 (+3)
WIS 12 (+1)
CHA 10 (+0)

Skills History +7

Damage Resistances cold, fire
Damage Immunities psychic
Condition Immunities charmed
Senses passive Perception 11
Languages Common, Oard
Challenge 2 (450 XP)

Proficiency Bonus +2

Traits

Constructed Nature.
Spells and other abilities that normally only affect constructs also affect the oard.

Magic Resistance.
The oard has advantage on saving throws against spells and other magical effects.

Actions

Multiattack
The oard makes two melee attacks.

Lightning Rod.
Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.
Hit: 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) lightning damage.

Ray Glove.
The oard fires three glowing darts of pure energy. Each dart hits a creature of the oard's choice that it can see within 120 feet. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and the oard can direct them to hit one creature or several.